

OBLITERATOR

IS THIS THE LAST MISSION FOR THE LAST OBLITERATOR?

Your personal communicator bleeps. A summons.

The Federation Council of Elders want you. And they want you now.

No time to pack – a Nuclonic inter-stellar shuttle is on its way to collect you – the last time this happened it took them three months to put your body back together again.

You shudder – the adrenalin is pumping. You're tough, you're mean, and you're ready for action – but what's in store?

Something big is about to break – the star fleet was on alert for days – then one morning it was gone, the whole fleet and no one knew where.

The top brass have been running around with stark terror on their faces – no one knows why.

And now they are going to tell you – the last of the Obliterators.

Why? During the last war you and the unit you commanded were heroes – wherever the fighting was hottest and bloodiest who did they send? – the Obliterators of course, the most highly trained elite fighting force ever assembled; each one recruited at birth from amongst the population of billions in Federation space; each one intensively trained and educated from childhood each one with a genetically enhanced body to speed up reflexes, enhance the senses and increase strength and agility.

Always the Obliterator mission was suicidal, always a last attempt to rescue impossible situations against impossible odds. And always – incredibly – you survived.

But the Clone Wars were eight years ago, and since then the Obliterators have only been called upon to undertake the occasional suicide mission – but you always came back and that's why you're the only Obliterator left. And that's why they want you.

The briefing is over and you have your orders. It's hard to believe that the summons came less than four hours ago – now you're three million parsecs away, about to enter into the most dangerous situation of your life – and you're alone.

With all else failed the Elders had to call on you – and what they told you was beyond belief.

The entire Federation Star Fleet had been destroyed by a single Alien Spaceship – and what a Spaceship!

For centuries the Federation had been the most powerful force in the galaxy. Ever expanding outward, colonising new worlds and absorbing old alien cultures. More than a thousand worlds knew and enjoyed Federation law and order. But all this was not without cost. Expansion inwards towards the galactic core revealed many old alien civilizations some of which were both unwilling to join the Federation and technologically superior.

Federation attempts to coerce these Aliens into joining them had made many enemies.

Now these enemies have banded together to construct a seemingly indestructible craft – and they are hell bent on revenge.

Enormous in size and apparently invulnerable this craft is heading straight into the centre of Federation Space. Its apparent mission – the destruction of the Federation homeworld – Earth.

The Star fleet never stood a chance. The alien ships anti-matter screens deflected everything they threw at it with scornful ease, and then it simply removed the fleet from existence with its main weapons. The technology is awesome.

The Elders' plan is simple. There exists a prototype matter transporter, the latest thing in interstellar travel. It has two problems – no living creature has yet used it and the immense power needed to transport an object as complex as a human being. There is though enough power to put one person aboard the alien ship and the Elders have given you the 'honour'.

And how about this for a mission – the Elders only want you to disable the Plasma drive engines – bring down its battle shields and disable the main weapons system. That should give the Federation's few remaining strike craft a chance to destroy the cruiser – but that's just for starters.

The Federation also need information on the alien ship. Any alien computer datapacks must be recovered – the information they contain is vital. Which means they expect you to somehow survive and escape before they destroy the ship.

Now the mission begins.

Luckily it worked – your body was broken down into elemental parts, then beamed aboard the alien craft out in deepest space where it has been re-assembled – not a pleasant experience.

But everything seems to be in the right place, and in working order.

The environment is strange but the atmosphere breathable. All seems menacing.

From the limited intelligence the Federation scanners were able to pick up, you know that this craft is crewed by a mixture of androids, robots and the worst kind of bad guy aliens you could hope to meet. With luck you should be able to disable equipment and machinery by removing vital components.

But your first priority must be survival – you were only able to bring a limited arsenal with you – to stay alive you'll have to live by your wits – steal what weapons and ammunition you can – learn as you go and kill. You must kill every alien you come across and create as much havoc and confusion as possible – and, once you've completed your objectives the Elders expect you to escape with the information they so desperately need – nothing must stop you, nothing must get in your way, the mission is all important.

Only one thing can save the Federation now – you . . .

The last Obliterator.

PLAYING INSTRUCTIONS

Welcome to the world of Obliterator.

Within the Alien space craft you control our hero 'Drak'. Once the game has started you will materialise somewhere in the rear of the alien space craft and in order to complete the game **you must** perform the following tasks in any desired order:

You must find and remove this component to disable the plasma drive engines.

You must find and remove this component to disable the battle shields.

You must find and remove this component to disable the main weapons system.

You must find and remove this computer datapack.

You must find this component and place it correctly in the shuttle to activate its systems and escape.

Whilst completing these tasks you will be confronted by various creatures and contraptions which you must destroy to earn points. Once all five tasks have been completed the score will count down (the border colour will now be slightly blue) until it reaches zero at which point the Federation fighters will attack. If you have not reached and activated the shuttle before this happens you will be destroyed. If you are successful your score is your remaining points.

CONTROL ICONS











LEFT UP/DOWN RIGHT HALT INTO

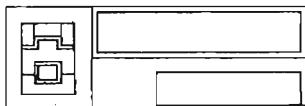


JUMP SHOOT DEFEND ACTION

| | |
|--------|--|
| LEFT | Move left if facing left or else turn to face left. |
| UP | Move up at the next available opportunity. |
| DOWN | Move down at the next available opportunity. |
| RIGHT | Move right if facing right or else turn to face right. |
| HALT | Halt all movement. |
| INTO | Walk into the next doorway or Shield regenerator. |
| SHOOT | Stop and fire weapon. |
| DEFEND | Take a defensive action. |
| ACTION | Pick up an object/remove a component/insert a component. |

| PISTOL | BLASTER | ENGINE | SHUTTLE |
|---|--|---|---|
|  <input type="text"/> |  <input type="text"/> |  |  |
|  <input type="text"/> |  <input type="text"/> |  |  |
| RIFLE | BAZOOKA | SHIELDS | WEAPONS |

PERSONAL SHIELD



DATAPACK

SCORE

- PISTOL** Click her to use the pistol. The numerals are the ammunition left.
- RIFLE** Click here to use the rifle. The numerals are the ammunition left.
- BLASTER** Click here to use the Blaster. The numerals are the ammunition left.
- BAZOOKA** Click here to use the Bazooka. The numerals are the ammunition left.
- ENGINE** Appears when you are in possession of the engine component.
- SHIELDS** Appears when you are in possession of the shields component.

- WEAPONS** Appears when you are in possession of the weapons component.
- SHUTTLE** Appears when you are in possession of the shuttle component.
- DATAPACK** Appears when you are in possession of the computer datapack.
- SHIELD** A red bar which decreases as your personal shield fails.
- SCORE** Your current score.

WEAPONS

During gameplay weapons may be discovered which may be used in exactly the same manner as the pistol.



This is the pistol. You always have this weapon. Its projectiles are slow and fairly ineffective.



This is ammunition for the pistol. Picking it up adds 15 projectiles to your store to a maximum of 50.



This is the rifle, its projectiles are fast and powerful but do not penetrate many metals.



This is ammunition for the rifle. Picking it up adds 10 projectiles to your score to a maximum of 25.



This is the blaster. Although its projectiles are slow it will destroy anything.



This is ammunition for the blaster. Picking it up adds 5 projectiles to your store to maximum of 10.



This is the bazooka. This is the only weapon capable of penetrating any material.



This is ammunition for the bazooka. Picking it up adds 2 projectiles to your store to a maximum of 3.

PERSONAL SHIELD

Drak is equipped with a personal energy shield which protects him from most alien weapons but which degenerates whilst in use. Shield Regenerators may be found at various points throughout the alien craft. To activate simply walk into them as you would a doorway. Drak's personal energy shield will be repaired.



KEYBOARD CONTROLS:

Spectrum:

- | | |
|-----------|-----------------|
| Q | – Man Left |
| W | – Man Right |
| O | – Icon Left |
| P | – Icon Right |
| M | – Select Icon |
| Space Bar | – Flip Icon Bar |

Amstrad:

As for Spectrum plus:

- | | |
|-----|-----------------------|
| T | – Toggle Sound On/Off |
| ESC | – Quit Game |

Commodore C64 Disc and Cassette:

- | | |
|---------------|-----------------|
| Joystick Only | – in Port 2 |
| Space Bar | – Flip Icon Bar |

LOADING INSTRUCTIONS:

Spectrum:

Put your machine into 48k mode. Type LOAD "" and press ENTER.
Press PLAY on tape. Program will load and run.

Amstrad:

464: Press CTRL and small ENTER.
6128: Type | Tape and press RETURN.
Press CTRL and small ENTER.

Commodore 64 Disc:

Type LOAD "", 8, 1 and ENTER. Program will load and run.

Commodore 64 Cassette:

Hold down SHIFT key and press RUN/STOP.
Press PLAY on tape. Program will load and run.

OBLITERATOR

INSTRUCTIONS POUR LE JEU

Bienvenue au monde d'Obliterator.

Vous contrôlez notre héros 'Drak' à l'intérieur du vaisseau spatial extra-terrestre. Une fois que le jeu a commencé, vous apparaîtrez quelque part à l'arrière du vaisseau spatial extra-terrestre, et, pour terminer le jeu, **vous devez** exécuter les tâches suivantes dans l'ordre requis:

Vous devez trouver et enlever ce composant pour handicaper les moteurs à propulsion de plasma.

Vous devez trouver et enlever ce composant pour handicaper les boucliers de combat.

Vous devez trouver et enlever ce composant pour handicaper le système d'armes principal.

Vous devez trouver et enlever cet ensemble de données d'ordinateur.

Vous devez trouver ce composant et le placer correctement dans la navette pour activer ses systèmes et échapper.

Pendant que vous remplissez ces tâches, vous serez confronté par diverses créatures et bidules que vous devez détruire pour marquer des points. Une fois les cinq tâches terminées, la marque comptera à rebours (la couleur de la bordure sera à présent légèrement bleue) jusqu'à ce qu'elle atteigne zéro: à ce moment, les combattants de la Fédération vous attaqueront. Si vous n'avez pas atteint et activé la navette avant ce moment-là, vous serez détruit. Si vous réussissez à le faire, les points qui restent constitueront votre score.

ICON DE CONTROLE

GAUCHE

DROITE



HAUT/BAS

HALTE

DANS



SAUTEZ

TIREZ

DEFENDEZ

ACTION

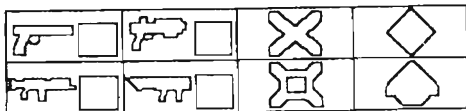
| | |
|----------|---|
| GAUCHE | Déplacez-vous à gauche si vous faites face à gauche, sinon retournez-vous pour faire face à gauche. |
| HAUT | Déplacez-vous vers le haut à la prochaine occasion. |
| BAS | Déplacez-vous vers le bas à la prochaine occasion. |
| DROITE | Déplacez-vous à droite si vous faites face à droite, sinon retournez-vous pour faire face à droite. |
| HALTE | Arrêtez tout mouvement. |
| DANS | Entrez par la prochaine porte ou dans le régénérateur de Boucliers. |
| TIREZ | Arrêtez et tirez avec votre arme. |
| DEFENDEZ | Faites une action défensive. |
| ACTION | Ramassez un objet/enlevez un composant/ introduisez un composant. |

PISTOLET

BLASTER

MOTEUR

NAVETTE



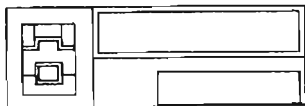
FUSIL

BAZOOKA

BOUCLIERS

ARMES

BOUCLIER PERSONNEL



ENSEMBLE DE DONNES

SCORE

PISTOLET

Cliquez ici pour utiliser le pistolet. Les chiffres représentent les munitions qui restent.

FUSIL

Cliquez ici pour utiliser le fusil. Les chiffres représentent les munitions qui restent.

BLASTER

Cliquez ici pour utiliser le Blaster. Les chiffres représentent les munitions qui restent.

BOZOOKA

Cliquez ici pour utiliser le Bazooka. Les chiffres représentent les munitions qui restent.

MOTEUR

Apparaît quand vous êtes en possession du composant moteur.

BOUCLIERS

Apparaît quand vous êtes en possession du composant boucliers.

| | |
|-------------------|--|
| ARMES | Apparaît quand vous êtes en possession du composant armes. |
| NAVETTE | Apparaît quand vous êtes en possession du composant navette. |
| ENSEMBLE | |
| DE DONNEES | Apparaît quand vous êtes en possession de l'ensemble de données de l'ordinateur. |
| BOUCLIER | Une barre rouge qui décroît à mesure que votre bouclier personnel s'affaiblit. |
| SCORE | Votre score actuel. |

ARMES

Pendant le jeu, vous pouvez découvrir des armes qui peuvent être utilisées exactement de la même manière que le pistolet.

Ceci est le pistolet. Vous avez cette arme constamment. Ses projectiles sont lents et plutôt inefficaces.

Ce sont les munitions pour le pistolet. En les ramassant, vous ajoutez à chaque fois 15 projectiles à votre réserve jusqu'à un maximum de 50.

Ceci est le fusil. Ses projectiles sont rapides et puissants mais ne pénètrent pas beaucoup de métaux,

Ce sont les munitions pour le fusil. En les ramassant, vous ajoutez à chaque fois 10 projectiles à votre réserve jusqu'à un maximum de 25.

Ceci est le blaster. Bien que ses projectiles soient lents, ils détruiront n'importe quoi.

Ce sont les munitions pour le pistolet. En les ramassant, vous ajoutez à chaque fois 5 projectiles à votre réserve jusqu'à un maximum de 10.

Ceci est le bazooka. C'est la seule arme capable de pénétrer n'importe quel matériau.

Ce sont les munitions pour le bazooka. En les ramassant, vous ajoutez à chaque fois 2 projectiles à votre réserve jusqu'à un maximum de 3.

BOUCLIER PERSONNEL

Drak est équipé d'un bouclier d'énergie personnel qui le protège de la plupart des armes des extra-terrestres mais qui dégénère pendant son utilisation. Les Régénérateurs de Boucliers se trouvent à divers endroits du vaisseau extra-terrestre. Pour les activer, passez tout simplement à travers eux, comme si vous passiez par une porte. Le bouclier d'énergie personnel de Drak sera réparé.

COMMANDES DE CLAVIER

Spectrum:

- Q — Homme à Gauche
- W — Homme à Droite
- O — Icône à Gauche
- P — Icône à Droite
- M — Sélectionnez une icône
- Barre d'Espace — Retournez la Barre d'Icône

Amstrad:

Comme pour Spectrum, plus:

- T — Permutez entre Son En/Hors Fonction
- ESC — Quittez le Jeu

Commodore C64 Disquette et cassette:

- Manche à balai seulement — A brancher sur entrée 2
- Barre d'Espace — Retournez la Barre d'Icône.

INSTRUCTIONS DE CHARGEMENT

Spectrum:

Mettez votre machine en mode 48k. Tapez LOAD "" et appuyez sur ENTER.

Appuyez sur Play sur la cassette. Le programme se chargera et se déroulera.

Amstrad:

464: Appuyez sur CTRL et la petite touche ENTER.

6228: Tapez | Tape et appuyez sur RETURN.

Appuyez sur CTRL et la petite touche ENTER

Commodore 64 Disquette:

Tapez LOAD "",8,1 et appuyez sur ENTER. Le programme se chargera et se déroulera.

Commodore 64 Cassette:

Tenez la touche SHIFT enforcée et appuyez sur RUN/STOP. Appuyez sur PLAY sur la cassette. Le programme se chargera et se déroulera.

OBLITERATOR

SPIELANLEITUNG

Willkommen in der Welt von Obliterator.

Innerhalb des außerirdischen Raumschiffes kontrollieren Sie unseren Helden 'Drak'. Zu Spielbeginn materialisieren Sie sich irgendwo im hinteren Teil des Raumschiffes, und um das Spiel erfolgreich zu beenden, **müssen Sie** die folgenden Aufgaben erfüllen, wobei die Reihenfolge Ihnen überlassen bleibt:

Sie müssen diese Komponente finden und entfernen, um den Plasmaantrieb außer Kraft zu setzen.

Sie müssen diese Komponente finden und entfernen, um den Kampf-Schutzschild außer Kraft zu setzen.

Sie müssen diese Komponente finden und entfernen, um die Hauptwaffensysteme außer Kraft zu setzen.

Sie müssen diese Computer-Datenbank finden und entfernen.

Sie müssen diese Komponente finden und im Shuttle in der richtigen Position platzieren, was dessen Systeme aktiviert und Ihre Flucht ermöglicht.

Während Sie versuchen, diese Aufgaben zu erfüllen, werden Sie auf die verschiedensten Kreaturen und Apparate treffen, die Sie zerstören müssen, um Ihre Punkte zu erhalten. Sobald Sie alle fünf Aufgaben erfüllt haben, zählt die Punktanzeige rückwärts (die Umrandung ändert die Farbe zu hellblau), bis sie Null erreicht, worauf der Angriff der Föderationssoldaten beginnt. Sollten Sie zu diesem Zeitpunkt Ihr Shuttle nicht erreicht und aktiviert haben, bedeutet dies Ihr Ende. Waren Sie jedoch erfolgreich, stellen die übriggebliebenen Punkte Ihre Endpunktzahl für das Spiel dar.

STEUER-ICONS

LINKS

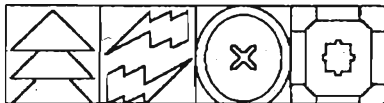
RECHTS

HINEIN



HOCH/RUNTER

HALT



SPRUNG

FEUER

DEFENSIVE

ACTION

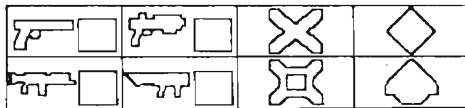
| | |
|-----------|---|
| LINKS | Nach links gehen, wenn Sie bereits nach links schauen, oder nach links drehen. |
| HOCH | Bei der nächsten Gelegenheit hochgehen. |
| RUNTER | Bei der nächsten Gelegenheit runtergehen. |
| RECHTS | Nach rechts gehen, wenn Sie bereits nach rechts schauen, oder nach rechts drehen. |
| HALT | Anhalten aller Bewegungen. |
| HINEIN | Durch die nächste Tür gehen oder Schildregenerlerung. |
| FEUER | Stoppen und Waffe abfeuern. |
| DEFENSIVE | Verteidigen Sie sich. |
| ACTION | Objekt einsammeln/Komponente entfernen/ Komponente einfügen. |

PISTOLE

BLASTER

ANTRIEB

SHUTTLE



GEWEHR

BAZOOKA

SCHILDER

WAFFEN

PERSÖNLICHER SCHILD



DATENBANK

PUNKTANZEIGE

PISTOLE

Hier Klicken, um die Pistole zu benutzen. Die zahlen geben die übriggebliebene Munition an.

GEWENR

Hier klicken, um das Gewehr zu benutzen. Die Zahlen geben die übriggebliebene Munition an.

BLASTER

Hier klicken, um den Blaster zu benutzen. Die Zahlen geben die übriggebliebene Munition an.

BOZOOKA

Hier klicken, um die Bazooka zu benutzen. Die Zahlen geben die übriggebliebene Munition an.

ANTRIEB

Leuchtet auf, wenn Sie die Antriebskomponente haben.

SCHILDER

Leuchtet auf, wenn Sie die Schildkomponenten haben.

WAFFEN

Leuchtet auf, wenn Sie die Waffenkomponenten haben.

SHUTTLE

Leuchtet auf, wenn Sie die Shuttle-Komponente haben.

DATENBANK Leuchtet auf, wenn Sie sich in Besitz der Datenbank befinden.

SCHILD Ein roter Balken, der mit der Stärke Ihres Schildes abnimmt.

PUNKTE Ihre gegenwärtige Punktzahl.

WAFFEN

Während des Spiels können Sie Waffen finden, die Sie genauso wie die Pistole bedienen.

Dies ist Ihre Pistole. Sie führen diese Waffe immer mit sich. Die Kugeln sind langsam und oft ohne Wirkung.

Die Munition für Ihre Pistole. Wenn eingesammelt, addiert dies Ihrem Besitz 15 Kugeln bis zu einem Maximum von 50 Kugeln hinzu.

Das Gewehr. Die Kugeln sind schnell und wirksam, doch können sie nicht viele Metalle durchdringen.

Die Munition für das Gewehr. Wenn eingesammelt, addiert dies Ihrem Besitz 10 Kugeln bis zu einem Maximum von Kugeln hinzu.

Der Blaster. Auch wenn die Kugeln langsam sind, zerstören sie alles.

Die Munition für den Blaster. Wenn eingesammelt, addiert dies Ihrem Besitz 5 Kugeln bis zu einem Maximum von 10 Kugeln hinzu.

Die Bazooka. Dies ist die einzige Waffe, die jegliches Material durchdringen kann.

Die Munition für die Bazooka. Wenn eingesammelt, addiert dies Ihrem Besitz 2 Projektile bis zu einem Maximum von 3 hinzu.

PERSÖNLICHER SCHILD

Drak ist mit einem persönlichen Energieschild ausgestattet, der ihn vor den meisten Waffensystemen der Außerirdischen schützt, wobei die Energie während seiner Benutzung abnimmt. Sie finden Schild-Regeneratoren an verschiedenen Punkten im Raumschiff. Wie wenn Sie eine Tür durchschreiten, werden diese einfach durch Hineingehen aktiviert. Drake persönlicher Energieschild wird dann wieder aufgeladen.

TASTATUR-STEUERUNGEN

Spectrum:

| | |
|-----------|------------------------|
| Q | – Mann links |
| W | – Mann rechts |
| O | – Icon links |
| P | – Icon rechts |
| M | – Icon wählen |
| Leertaste | – Icon-Balken wechseln |

Amstrad:

Wie bei Spectrum plus:

| | |
|-----|---------------------------------|
| T | – Kippschalter für Sound an/aus |
| ESC | – Spiel abbrechen |

Commodore C64 Diskette und Kassette

Nur für Joystick – in Port 2.

Leertaste – Icon-Balken wechseln

LADEANWEISUNGEN

Spectrum:

Den 48K-Modus für Ihren Computer wählen. LOAD "" eingippen und ENTER drücken. Dann die PLAY-Taste auf Ihrem Kassettenrecorder drücken. Das Programm lädt und läuft automatisch.

Amstrad:

464: CTRL drücken und die kleine ENTER-Taste.

6128: | Tape eingippen und RETURN drücken. Dann CTRL drücken und die kleine Enter-Taste.

Commodore 64 Diskette:

LOAD "",8,1 eingippen und ENTER drücken. Das Programm lädt und läuft automatisch.

Commodore 64 – Kasette:

Die SHIFT-Taste gedrückt halten und RUN/STOP drücken. Dann die PLAY-Taste auf dem Kassettenrecorder drücken. Das Programm lädt und läuft automatisch.

OBLITERATOR

ISTRUZIONI PER GIOCARE

Benvenuti nel mondo di Obliterator.

Tu sei in controllo del nostro eroe 'Drak' all'interno della nave spaziale aliena. Quando il gioco comincia, ti materializzi in un punto della parte posteriore del vascello alieno e per poter portare a termine il gioco, DEVI eseguire i seguenti compiti in qualsiasi ordine desideri:

Devi trovare e rimuovere questo componente per disattivare i motori a plasma.

Devi trovare e rimuovere questo componente per disattivare gli scudi di protezione.

Devi trovare e rimuovere questo componente per disattivare il sistema d'arma principale.

Devi trovare e rimuovere questo dischetto dati del computer.

Devi trovare e rimuovere questo componente e posizionarlo correttamente nella navetta per poter attivare il sistema e fuggire.

Durante l'esecuzione di questi compiti, incontrerai diverse creature e marchingegni che devi distruggere per guadagnare punti. Un volta terminati i cinque compiti, il punteggio prenderà a contare alla rovescia (il colore dei bordi diventa leggermente azzurro) fino a quando non arriva allo zero. A questo punto, i caccia della Federazione attaccheranno. Se non hai raggiunto e attivato la navetta prima che questo accada, verrai distrutto. Se ci riesci, il tuo punteggio sarà costituito dai punti rimasti.

ICONE DI CONTROLLO



SINISTRA SU/GIÙ ALT DENTRO



SALTA SPARA DIFENDI AZIONE

SINISTRA Muove a sinistra se voltato da quella parte, altrimenti volta verso sinistra.

SU Muove in su alla prima occasione.

DESTRA Muove a destra se voltato da quella parte, altrimenti volta verso destra.

ALT Ferma tutti i movimenti.

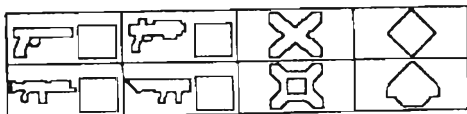
DENTRO Cammina attraverso la prossima porta o verso il rigeneratore di Scudo.

SPARA Ferma e spara.

DIFENDE Effettua un'azione difensiva.

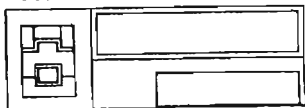
AZIONE Prende un oggetto/rimuove un componente/inserisce un componente.

PISTOLA DISINTEGRATORE MOTORE NAVETTA



SCUDO PERSONALE FUCILE BAZOOKA

SCUDI DISCO DATI PUNTEGGIO



ARMI

- PISTOLA** Fai clic per usare la pistola. I numeri sono le munizioni che ti restano.
- FUCILE** Fai clic per usare il fucile, I numeri sono le munizioni che ti restano.
- DISINT** Fai clic per usare il Disinteg. I numeri sono le munizioni che ti restano.
- BAZOOKA** Fai clic per usare il Bazooka. I numeri sono le munizioni che ti restano.
- MOTORE** Appare quando sei in possesso del componente.
- SCUDI** Appare quando sei in possesso del componente.
- ARMI** Appare quando sei in possesso del componente.

NAVETTA Appare quando sei in possesso del componente.
DISCODATI Appare quando sei in possesso del componente.
SCUDO Una barra rossa che diminuisce mano mano che il tuo scudo personale cede.
PUNTEGGIO Il tuo punteggio corrente.

ARMI

Durante il gioco, puoi trovare delle armi che puoi usare esattamente come la pistola.

Questa é la pistola che porti sempre con te. I proiettili sono lenti e non troppo efficaci.

Queste sono le munizioni per la pistola. Quando le raccogli, aggiungono 15 proiettili al caricatore fino a un massimo di 50.

Questo é il fucile. I proiettili sono veloci e potenti ma non perforano tutti i metalli.

Queste sono le munizioni per il fucile. Quando le raccogli, aggiungono 10 proiettili al caricatore fino ad un massimo di 25.

Questo é il disintegratore. Sebbene i suoi proiettili sino lenti, distrugge qualsiasi cosa.

Queste sono le munizioni per il disintegratore. Quando le raccogli, aggiungono 5 proiettili al caricatore fino ad un massimo di 10.

Questo é il bazooka. Questa è l'unica arma in grado di perforare qualsiasi materiale.

Queste sono le munizioni per il bazooka. Quando le raccogli, aggiungono 2 proiettili al caricatore fino ad un massimo di 3.

SCUDO PERSONALE

Drak dispone di uno scudo energetico personale che lo protegge da molte delle armi aliene, ma che si disfa mentre lo usi. Puoi trovare dei Rigeneratori di Scudi in diverse parti del vascello alieno. Per attivarli, basta camminarci dentro come attraverso una porta e lo scudo viene ripristinato.

CONTROLLI TASTIERA

Spectrum:

| | |
|-------|------------------------|
| Q | – Uomo a Sinistra |
| W | – Uomo a Destra |
| O | – Icona a Sinistra |
| P | – Icona a Destra |
| M | – Seleziona Icona |
| Barra | – Volta la Barra Icone |

Amstrad:

Come per lo Spectrum, e in più

| | |
|-----|----------------------------|
| T | – Accende/Spegne il Sonoro |
| ESC | – Abbandona il gioco |

Commodore C64 (Disco e Cassetta)

Solo Joystick – nella Porta 2

Barra Spaziatrice – Volta la Barra Icone

ISTRUZIONI DI CARICAMENTO

Spectrum:

Metti il computer in modalità 48k. Batti LOAD "" e premi ENTER. Poi premi PLAY sul registratore. Il programma si carica e gira da solo.

Amstrad:

464: Premi CTRL ed ENTER piccolo.

6128: Batti Tape e premi RETURN
Premi CTRL ed ENTER piccolo.

Commodore 64 Dischetto:

Batti LOAD "", 8, 1 ed ENTER. Il programma si carica e gira da solo.

Commodore 64 – Cassetta:

Tieni schiacciato il tasto SHIFT e premi RUN/STOP. Poi premi PLAY sul registratore. Il programma si carica e gira da solo.